

SONIC THE COMIC

£1.20 • NO 92
10 DECEMBER 1998
EVERY FORTNIGHT

UK's OFFICIAL **SEGA** COMIC

AT FULL
BLAST!



NEW
STORY

HEAD
IN THE
CLOUDS!

PLUS

DECAP ATTACK, CAPTAIN PLUNDER & MORE!

**SONIC 3
Q ZONE -
HOW TO BEAT THE
BOSSES!**

**SATURN REVIEWS -
DISCWORLD!
VIRTUA FIGHTER KIDS!**

**GRABBER BADNIK
PIN-UP!**

CONTROL ZONE

Hey, Boomers,

STC's almost in festive mode, but before we count-down to Crimbo, allow me to reveal what's in this issue...

Sonic and Charmy Bee find themselves under attack by Vesper and his Wasp Marauders in the final part of The Hive.

Proctor Speckle is causing Captain Plunder major grief since going overboard in Shanghaied.

Doctor Robotnik is still scheming to launch more trouble in Head in the Clouds, and mad Mick C McTosis produces another shock for Decap Attack fans in The Legend of Mr Cuddle Bunny.

Plus, there's the usual goodies, including two Saturn reviews, the Sonic 3 Q Zone reaches the 'How to beat the bad Boss' stage, and last but not least, there's a Grabber Robotnik Pin-up!

See you all in a fortnight Boomers, when STC orbits into a festive-type atmosphere.

Megadroid

COOL PATCH COMPO WINNERS!

The following 80 Boomers, as hand picked by Megadroid, completed the saying which was sent to tease you back in STC 81's Cool Patch Compo...

"A stitch in time saves nine".

Stephen Bell, Glasgow, Scotland; Andrew Bolton, Glasgow, Scotland; Alex Bolsterstone, South Orkney, Islay; Rick Bouch, Heysham, Lancashire; Scott Bond, Salcombe, Devon; Jason Bratton, Scarborough, N. Yorkshire; Neal Brunson, Basingstoke, Hants; Andrew Burton, Buntingford, Surrey; Paul Byers, Girvan, Ayrshire, Scotland; Grace Callaghan, East Kilbride, Scotland; Adam Caslin, Milton Keynes; Sam Champ, Bolton; Robert Cooper, Belfast, N. Ireland.

Aren Dosen, Canterbury, Kent; Scott Davison, Totton, Hants; Harry Dawson, Dereham, Norfolk; Martin Delaney, Mallochavat, Co. Kilkenny, Tip of Ireland; Andrew Di Francesco, Kington, Herefordshire; Thomas Dodd, Marston, Bedford; Steve Dooven, Banffries, Scotland; Sean Donnelly, Glasgow, Scotland; Christopher Eaves, Newcastle, Staffs; Simon Fielding, Elstree, Hertfordshire; Alastair Ferguson, Redditch, Scotland; Emma Goodman, Carlisle, Cumbria; Gerard Foley, Kinsale, Co. Cork, Rep. of Ireland; Adam Franklin, Edinstow, Leicestershire; Emma Goodwin, Carlisle, Cumbria; Richard Goodyear, Wrexham, Wales; Andrew Gordon, Macclesfield, Cheshire; David Gray, Edinburgh, Scotland; Alister Green, Cheshire; Michael Hart, Norris Green, Liverpool; Elise Harrison, Heywood, Lancashire; Philip Heckles, Sleaford, Co. Durham; Darren Hatton, Christchurch, Dorset.

Draig Herman, Klogoway, Bath; Kyle Hobbs, Amotey-Heights, Colchester; Kyle Jeffry, Stoke, Coventry; Robbie Jenkyns, Moseley, Birmingham; Matthew Lewis, Tidworth, Wiltshire; Iain Littleboy, Stannington, Salford; Todd Mairs, Cheltenham, Gloucester; Daniel Martin, London; Michael Mason, Hyde, Cheshire; Fionn Mattern, Coombe, Farnborough; Riccardo Mito, Gillingham, Kent; David Mitchell, Beccles, H. Wales; Martin Moore, Irthling, Ayrshire, Scotland; Adam Nicholson, Colchester, Herts; Oliver Pocock, Seaford, East Sussex; Richard Goodyear, Wrexham, Wales; Andrew Gordon, Macclesfield, Cheshire; David Gray, Edinburgh, Scotland; Alister Green, Cheshire; Michael Hart, Norris Green, Liverpool; Elise Harrison, Heywood, Lancashire; Philip Heckles, Sleaford, Co. Durham; Robbie Jenkyns, Moseley, Birmingham; Christopher Rawell, Farnworth, Bolton; Kirk Read, Norwich; Gary Risers, Wells, Somerset; Sean Roberts, Stoke-on-Trent, Staffs; Andrew Robinson, Ralston, Essex.

John Sidler, Longframlington, Northumberland; Graham Simpson, Workington, Cumbria; Glen Smith, Horley, Surrey; Sian Smith, Bexhill, East Sussex; Brian Spence, Kildare, Scotland; Philip Stocker, Kresley, Herts; Matthew Stimpson, Exeter, Devon; Philip Taylor, Congresbury, Somerset; Sam Taylor, Framlingham, Suffolk; Simon Tolley, Barrow-in-Furness, Cumbria; Oliver Vale, Huddersfield, West Yorkshire; Thomas Wake, Bassett, Southampton; James Walker, Leeds, Yorkshire; Alice Whisdon, Blackpool, Lancashire; Benjamin White, Templecombe, Somerset; Greg Wilson, Glasgow, Scotland; William Windsor, Sheffield, S. Yorkshire; James Womack, Newton Abbot, Devon; James Younger, Throckley, Newcastle upon Tyne; Alexander Zapolski, Derby.

Well done to the aforementioned who each win a Sonic 2 Jacket Patch.

• EDITOR: Deborah Tate
• FEATURES EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint
• PRODUCTION: Sarah Colley
• CONSULTANT: Richard Burton

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COMPILED BY
SEGA

ChartTrack
ELSPA

up/down RE/NEW entry • non mover

MEGA DRIVE

1	↑	ROAD RASH 2
2	↑	DESERT STRIKE
3	NEW	LOTUS TURBO CHALLENGE
4	↓	FIFA SOCCER '96
5	↑	TOY STORY
6	↓	MICRO MACHINES 2
7	↓	SONIC AND KNUCKLES
8	↓	WORMS
9	↓	BRIAN LARA CRICKET '96
10	NEW	DISNEY COLLECTION

SATURN

1	↑	EXHUMED
2	↓	NIGHTS
3	↑	ATHLETE KINGS
4	↓	ALIEN TRILOGY
5	●	DESTRUCTION DERBY
6	●	SEGA RALLY
7	↑	VIRTUA FIGHTER 2
8	NEW	SPACE HULK VOTEA
9	↓	VIRTUA COP
10	↓	FIFA SOCCER '96

MEGA-CD

1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

GAME GEAR

1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADY
3	●	SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

SONIC

THE HEDGEHOG

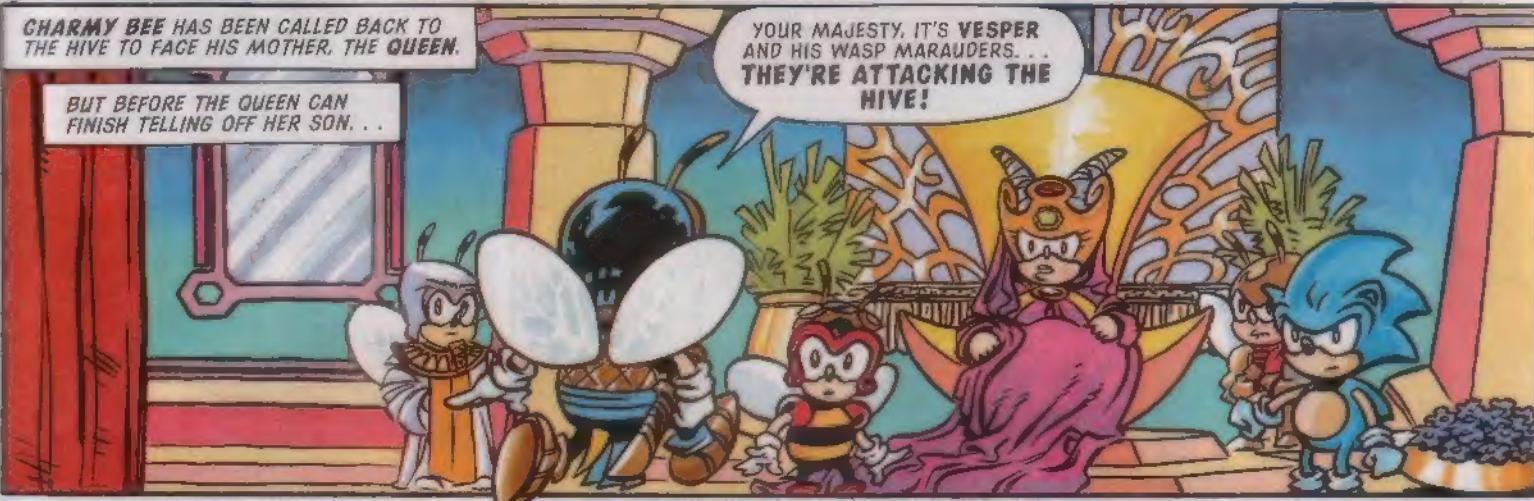
The Hive

Script: NIGEL KITCHING
Art: ROBERTO CORONA
Colouring: STEVE WHITE
Lettering: TOM FRAME

CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.

BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON...

YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS... THEY'RE ATTACKING THE HIVE!



ATTACK!
ATTACK!

NOW WE'VE CAUGHT THEM OFF-GUARD, NOTHING CAN STOP US FROM INVADING THE HIVE!

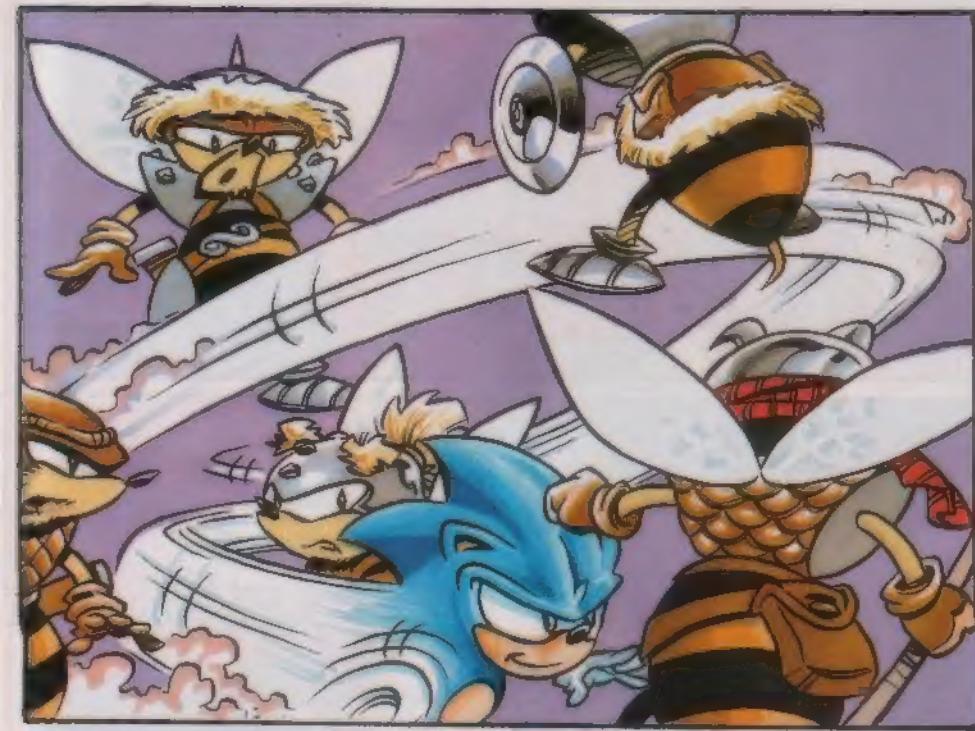
THE INCREDIBLE WEALTH OF THE BEES WILL SOON BELONG TO ME!

I'LL BE THE RICHEST PERSON IN THE SPECIAL ZONE!











YOU HAVE MADE THE RIGHT DECISION... PERHAPS WE WILL GO EASY ON YOU, ALTHOUGH I WOULDN'T COUNT ON IT!

ER, ANY SIGN OF A PLAN YET, SONIC?

A PLAN?
SURE I HAVE
A PLAN!

EVERYONE
GRAB HOLD OF
SOMETHING!

WHAT'S HE
UP TO?

JUST DO
AS HE SAYS.
YESSIREE-BOB!

HUH, WHERE'S
THAT WIND COMING
FROM?

AAAAAAGH!

IT'S A
HURRICANE...
BUT THAT'S
IMPOSSIBLE!

IF THIS
DOESN'T WORK,
WE'RE GOING TO
HAVE A HIVE FULL
OF VERY ANGRY
WASPS!

YAAAAAA!

AAAAAAAGH!

SEAL THAT
TUNNEL OFF BEFORE
THE WASPS HAVE A
CHANCE TO REGROUP!

YOU BET, SONIC!
THOSE WASPS
WON'T CATCH US
OFF-GUARD A
SECOND TIME!

AND SO, ONCE THE
HIVE HAS BEEN
MADE SECURE...

WELL, YOUR MAJESTY,
IT'S BEEN FUN BUT I
THINK I SHOULD BE
RUNNING ALONG NOW!

COME BACK WHENEVER
YOU WISH, SONIC. YOU WILL
ALWAYS BE WELCOME
IN THE HIVE!

AND YOU, MY BOY, WILL STAY
HERE AND CARRY OUT YOUR
PRINCELY DUTIES!

MOM, YOU KNOW THE
TRADITION THAT SAYS IF
AN OUTSIDER SAVES THE
HIVE, HE MAY ASK FOR
WHATEVER HE WANTS?

HE'S RIGHT.
THAT IS THE LAW.
YOUR MAJESTY!

CHARMY, DON'T EVER TELL CHAOTIX
THAT I ASKED THE QUEEN TO ALLOW
YOU TO COME BACK WITH ME!

WHY...
BECAUSE
YOU'RE TOO
MODEST?

NO, BECAUSE IF THEY
FIND OUT, THEY'LL
PROBABLY KILL ME!

NEXT ISSUE: A CHRISTMAS WISH!

REVIEW ZONE

VODA GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM

UNDER 40 = TANNESVILLE

40-70 = NORMALSVILLE

70-80 = FUN CITY

80-90 = BIG TIME CITY

OVER 90 = MEGA CITY

DISCWORLD

Reviewed by Chris Jones.

SATURN

SATURN

GAME TYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: PSYGNOSIS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of Discworld's series of books have a huge following, and now they've been brought to life for your Sega Saturn.

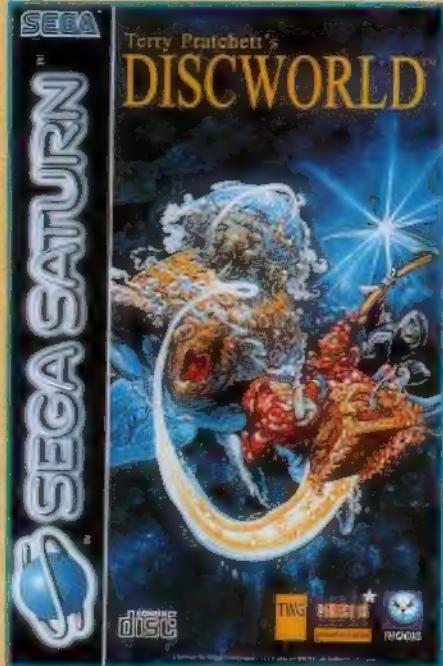
Discworld is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold tooth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (Blackadder's Baldrick) and Eric Idle of Monty Python (ask a hume-oldie) fame are

just two that I recognised.

The graphics on Discworld are good but nothing spectacular. If you like point and click adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation and speech effects. If you like adventures it will certainly keep you busy.



FINAL COUNTDOWN

RAVES

Great for adventure game lovers.



GRAPHICS 86

GRAVES

Frustratingly slow.
A problem for beginners.



SOUND 87

PLAYABILITY 82

OVERALL 85

VIRTUA FIGHTER KIDS

Reviewed by Chris Jones



SATURN

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Virtua Fighter was the game that helped launch the Saturn. This ace fighting game produced a sequel in *Virtua Fighter 2*, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it is quite literally the younger sibling of these two games.

Virtua Fighter Kids comes from the same programming team that bought you the first two games, but it comes with a twist. Using the same three button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight with - kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent victory celebrations.

For example, when Jeffry McWild a pint sized bearded bad man is either selected to fight or wins a contest, his eyes well up with tears! Jeffry is just one of the ace new VFK characters. Others include, Shun Di who fights like a drunk Kung-Fu master, and Kagemaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads



of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

Virtua Fighter Kids really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous VF games. This packs a punch that's as big as the heads!



FINAL COUNTDOWN	
RAVES	95
Those kicks are fast as lightning!	
GRAVES	95
Deadly touch!	
GRAPHICS	95
SOUND	85
PLAYABILITY	95
OVERALL	95

CAPTAIN PLUNDER

SHANGHAIED

PAGE 2

WHEN CAPTAIN PLUNDER'S PRESS GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARGAINED FOR!

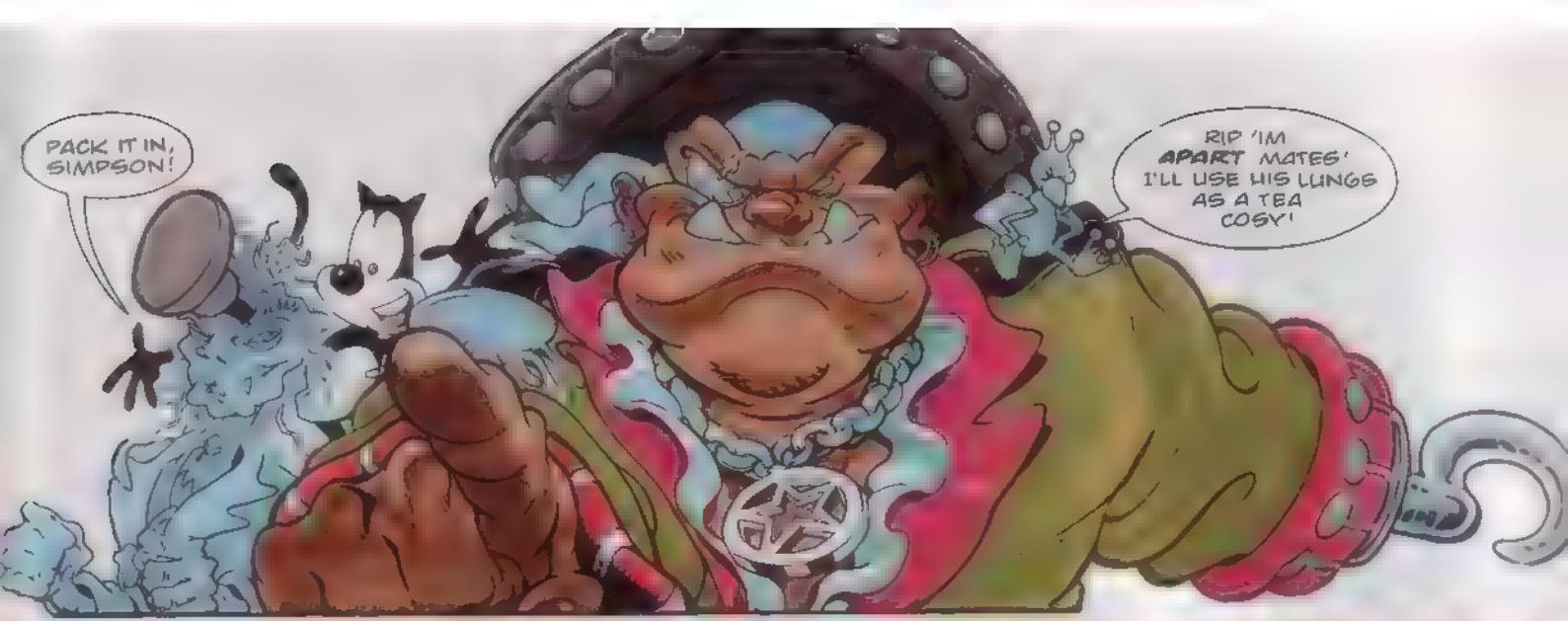
HEY
SPECKLE'S BACK
BUT HE SEEMS
DIFFERENT
SINCE NOW

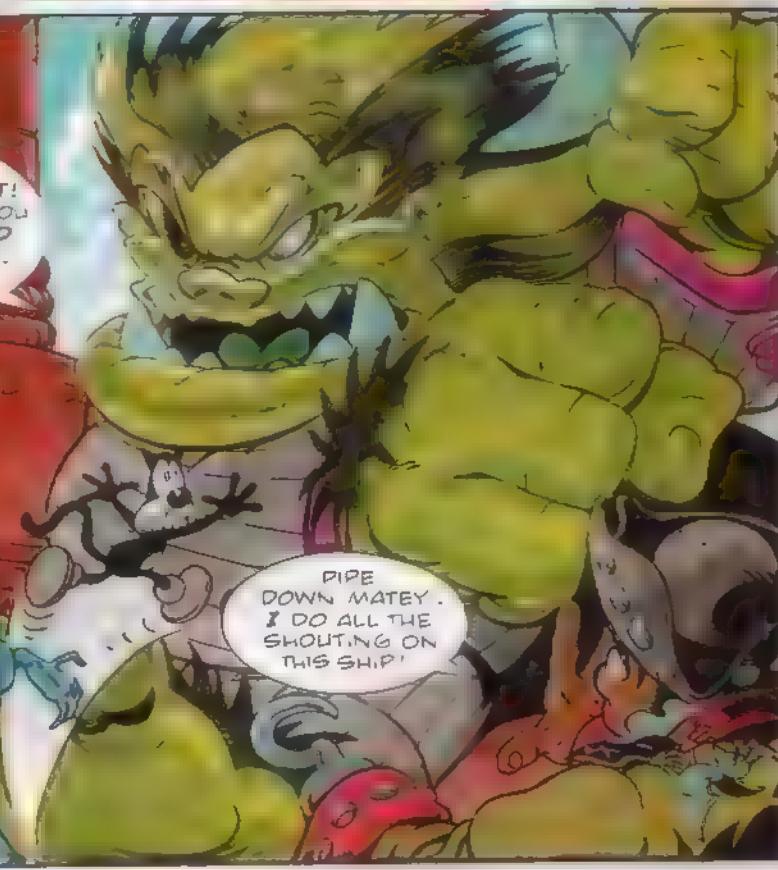
* BY DRINKING HIS
TRANSFORMING
SERUM - Megadroid.

ATTACK,
YA SCURVY SWABS!
SHOW HIM WHY CAPTAIN
PLUNDER'S PIRATES ARE
THE MOST FEARED ON
THE HIGH SEAS

YOU
IDIOT, SIMPSON,
HE'S TURNED INTO
SOME KIND OF
MONSTER!*

BUT, CAP'N,
IT'S LIKE I KEEP TELLIN'
EE. I'M A GHOST, YOU KILLED
ME YOURSELF!









GROWWWLL!

RAAAGH!!

SOMETHIN'
TELLS ME THE
SHARKS GOT A
TASTE!

Decap Attack

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT
NIGEL KITCHING
& RICHARD RAYNER

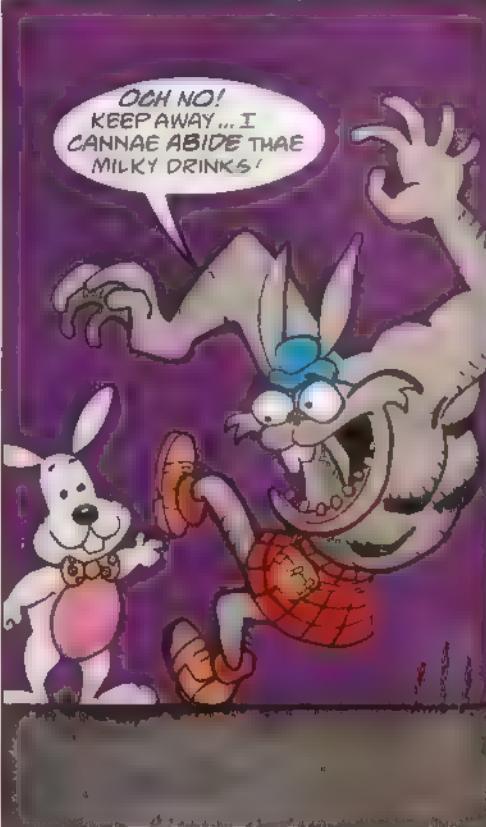
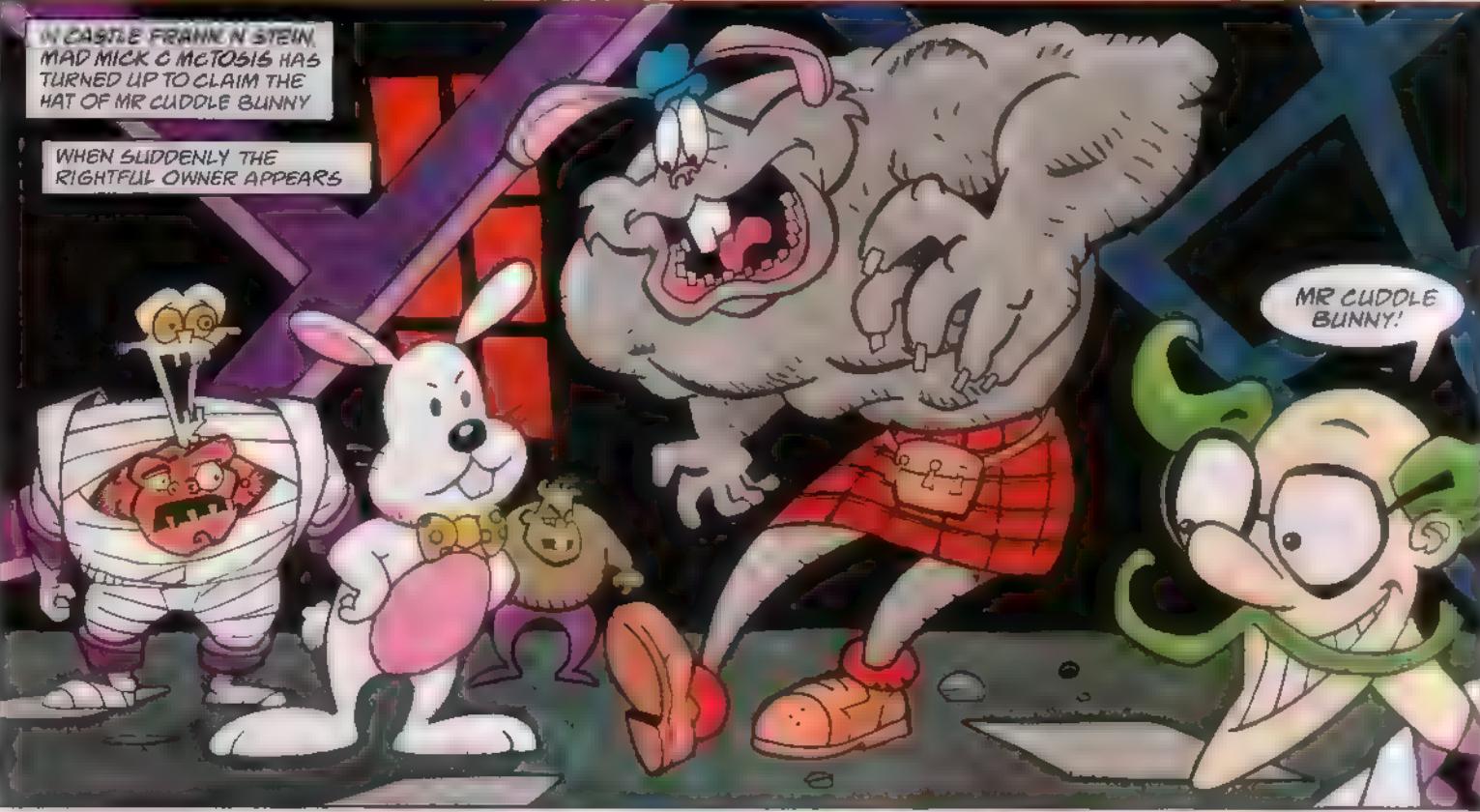
ART
NIGEL KITCHING

LETTERING
ELLIE DE VILLE

IN CASTLE FRANKENSTEIN,
MAD MICK O'MCTOSIS HAS
TURNED UP TO CLAIM THE
HAT OF MR CUDDLE BUNNY

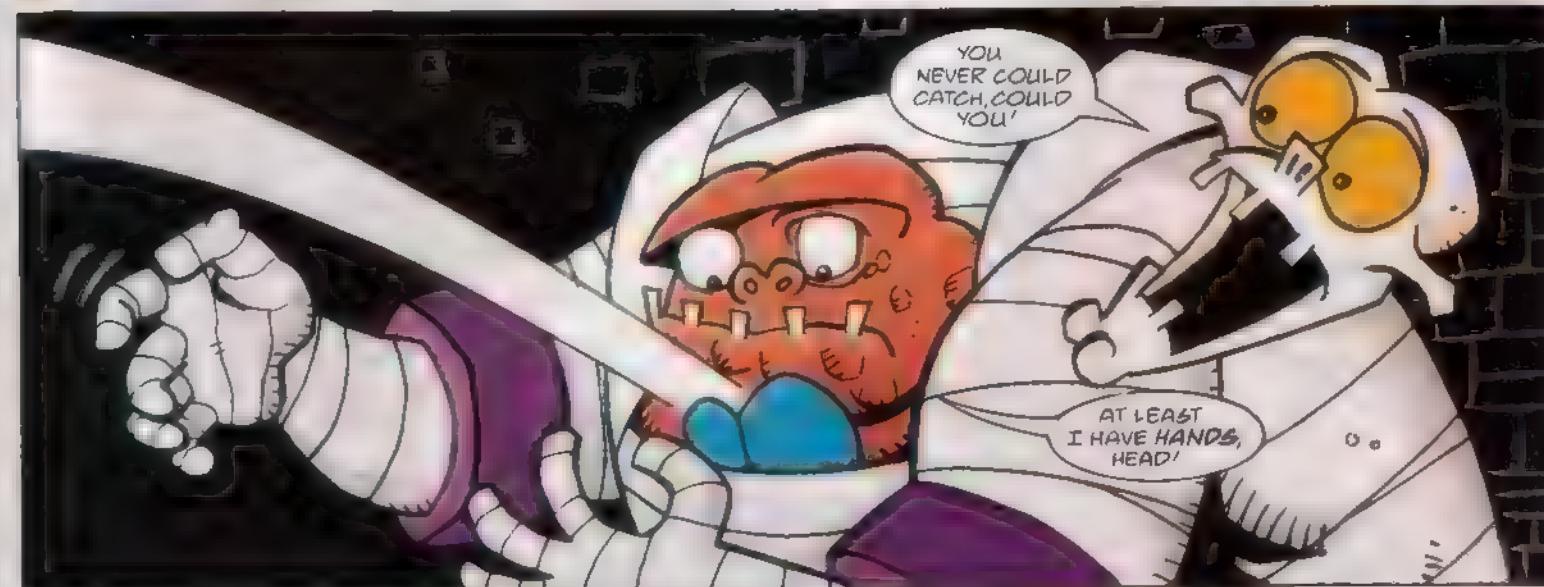
WHEN SUDDENLY THE
RIGHTFUL OWNER APPEARS

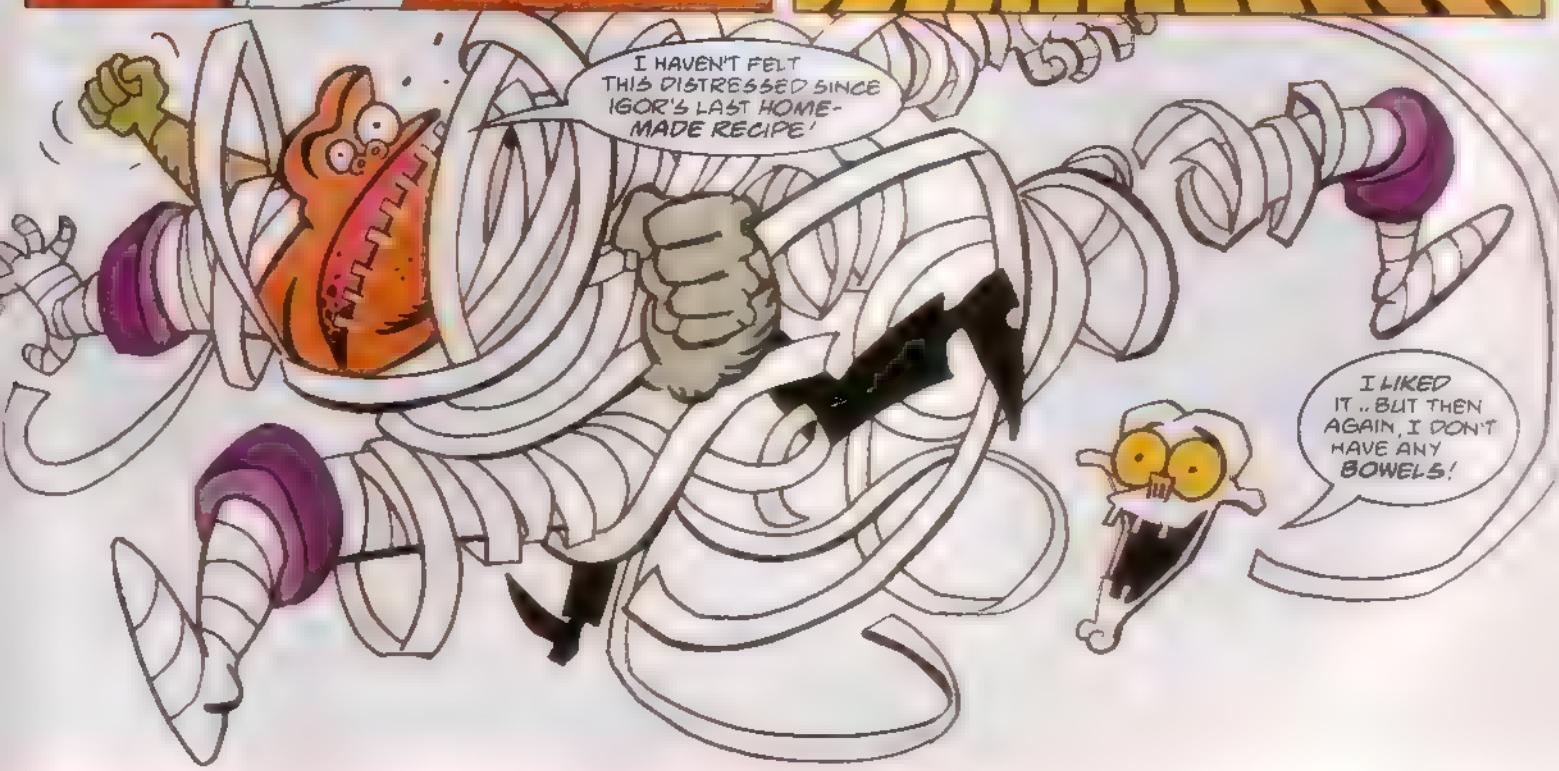
MR CUDDLE
BUNNY!

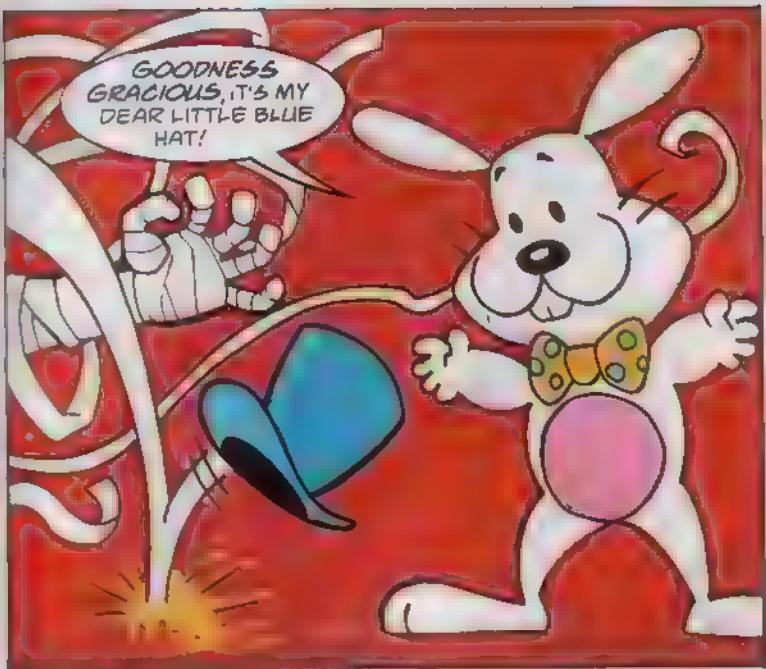




KER-TWAANG!









OH DEARIE
ME, IT CAN'T BE!
NOT AFTER ALL THESE
YEARS!

YES, IT'S ME,
BUNNY. YOUR OLD
PARTNER - MR TIMOTHY
TWITCH!



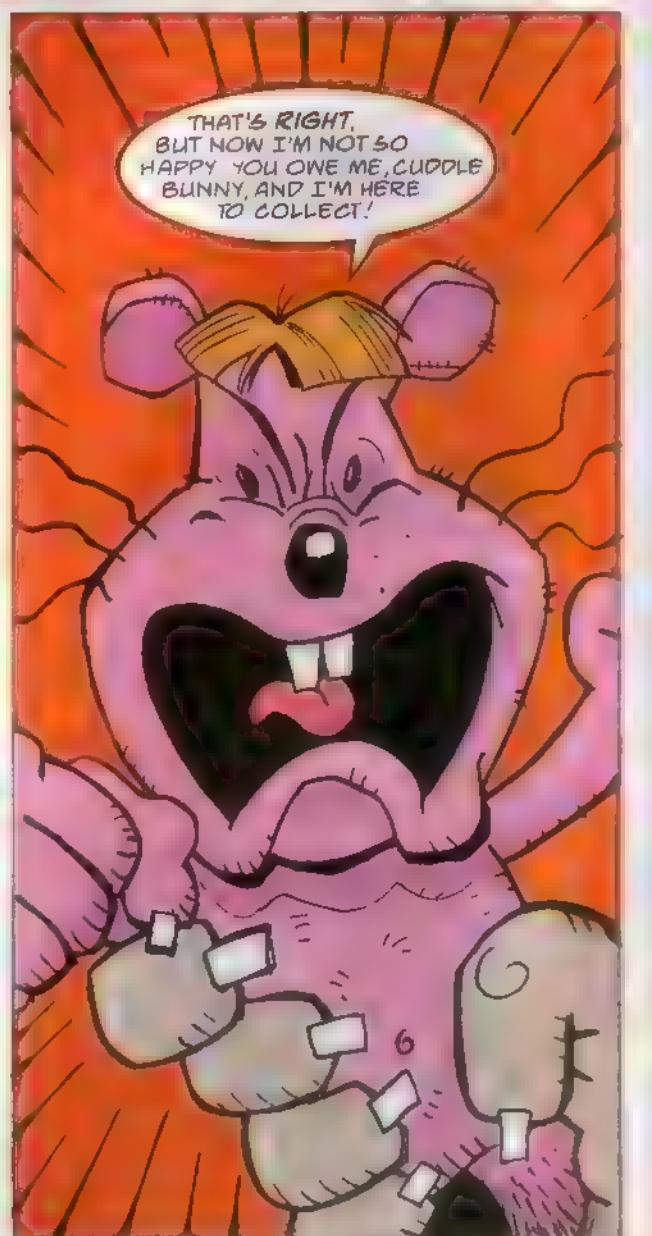
WHAT
HAPPENED
TO YOUR FUR?
YOU USED
TO BE SO
FLUFFY!

A RARE SKIN
DISEASE ... THERE
WAS NOTHING THE
VET COULD DO



MR TWITCH?

JA, HE USED
TO BE IN ALL DER
CUDDLE BUNNY BOOKS
BUT HE LEFT TO START HIS
OWN SERIES 'MR TWITCH
THE HAPPY HAMSTER'



THAT'S RIGHT,
BUT NOW I'M NOT SO
HAPPY YOU OWE ME, CUDDLE
BUNNY, AND I'M HERE
TO COLLECT!

NEXT ISSUE: "Hats off Mr Cuddle Bunny!"



ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

SGC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

BOOMER ALERT

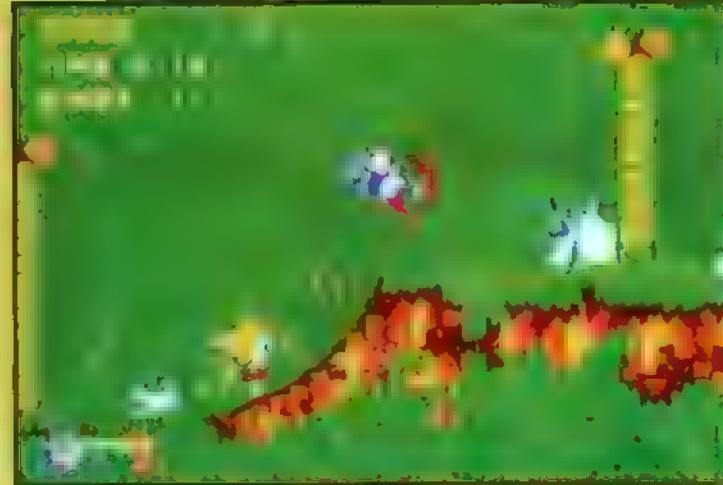
SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE BOSSSES

ANGEL ISLAND ZONE



ACT 1 DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it.

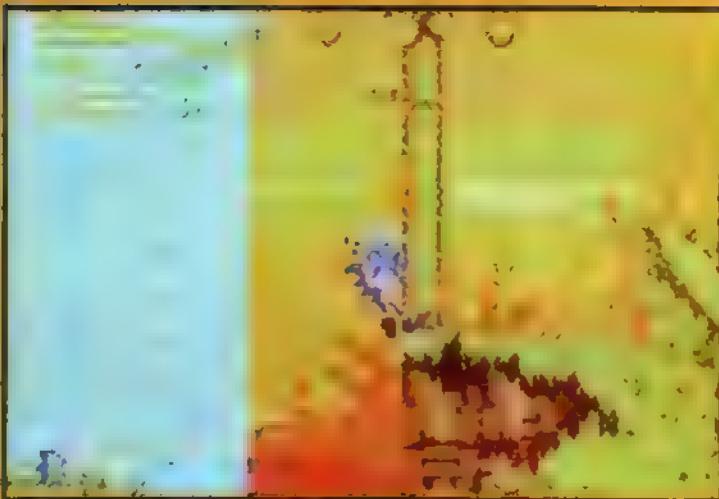
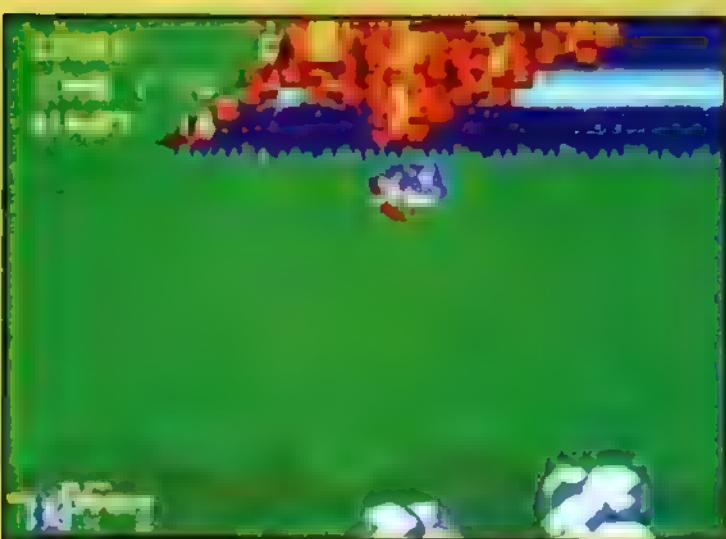




- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.

ACT 2 DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb, leap up and left to hit him and when you land, jump to hit him again.



- He will disappear behind the water and go across to the right.
- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.
- If you should lose a life and have to restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has freed his pals, move him onto the bridge.



Next issue: How to drench those Hydrocity bosses!

THE PLACE: CITADEL ROBOTNIK IN THE METROPOLIS ZONE!
THE TIME: TWO MONTHS AGO. WHEN DOCTOR ROBOTNIK
FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL
ZONE...

NOOOO!
HOW COULD LIFE BE
SO UNFAIR?

I ALWAYS HAVE
THE BEARER OF BAD
NEWS TURNED INTO A
BADNIK! TROOPER!
TAKE THE MONKEY
WRETCH AWAY!

EEEK!

I DON'T UNDERSTAND!
I THOUGHT YOUD BE
PLEASED THAT SONIC
IS NO LONGER ON
PLANET MOBIUS!

I AM PLEASED... BUT I'M ALSO
ANGRY BECAUSE I WASN'T THE
ONE WHO GOT RID OF HIM!

SONIC'S WORLD
HENRY'S
GLITCH

MOST OF THE CITIZENS BELIEVE THAT
ONE DAY SONIC WILL RETURN!

OH DO THEY NOW?

THEN IT'S TIME I
REMINDED THE
CITIZENS THAT I
AM IN CONTROL
OF THIS PLANET.
AND TO FORGET
ANY HOPES OF
THAT SPIKE-
BALL'S RETURN!

HEH, HEH!
TELL ME YOUR
PLAN, AND I WILL
CARRY IT THROUGH
MASTER!

I WANT A HUGE ROCKET MADE IN MY IMAGE
LAUNCHED INTO THE ATMOSPHERE

WHERE IT WILL ORBIT THE PLANET, GIVING THE
CITIZENS A REGULAR REMINDER OF WHO THEIR
MASTER IS! IT WILL BE A **PERFECT SYMBOL**
OF MY **POWER** OVER THEM!

LET ME SEE... I CALCULATE WE COULD HAVE
IT READY FOR LAUNCH IN SIX MONTHS!

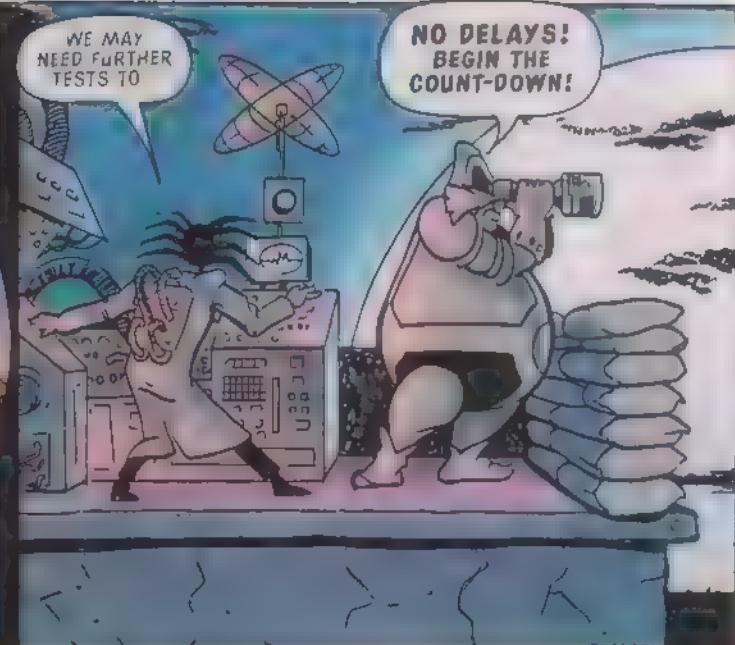
I WANT IT
COMPLETED IN
TWO MONTHS.
GRIMER! NO
ARGUMENTS!

EXACTLY TWO MONTHS LATER

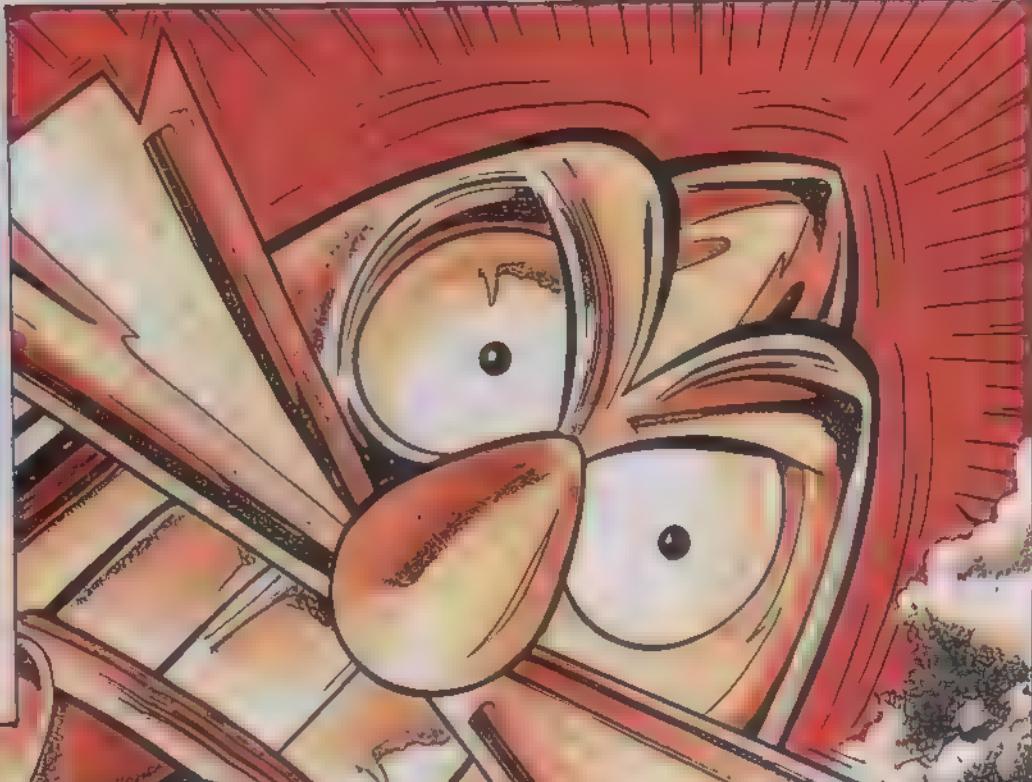
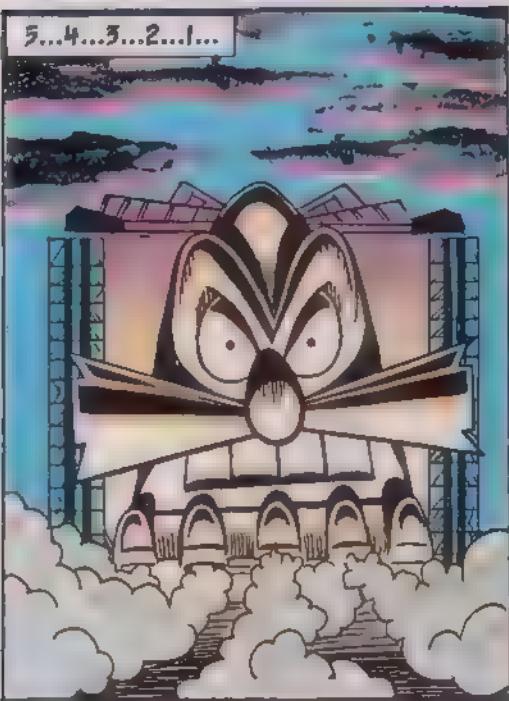
EGGSELLENT
GRIMER! PREPARE
TO LAUNCH IT!

WE MAY
NEED FURTHER
TESTS TO

NO DELAYS!
BEGIN THE
COUNT-DOWN!

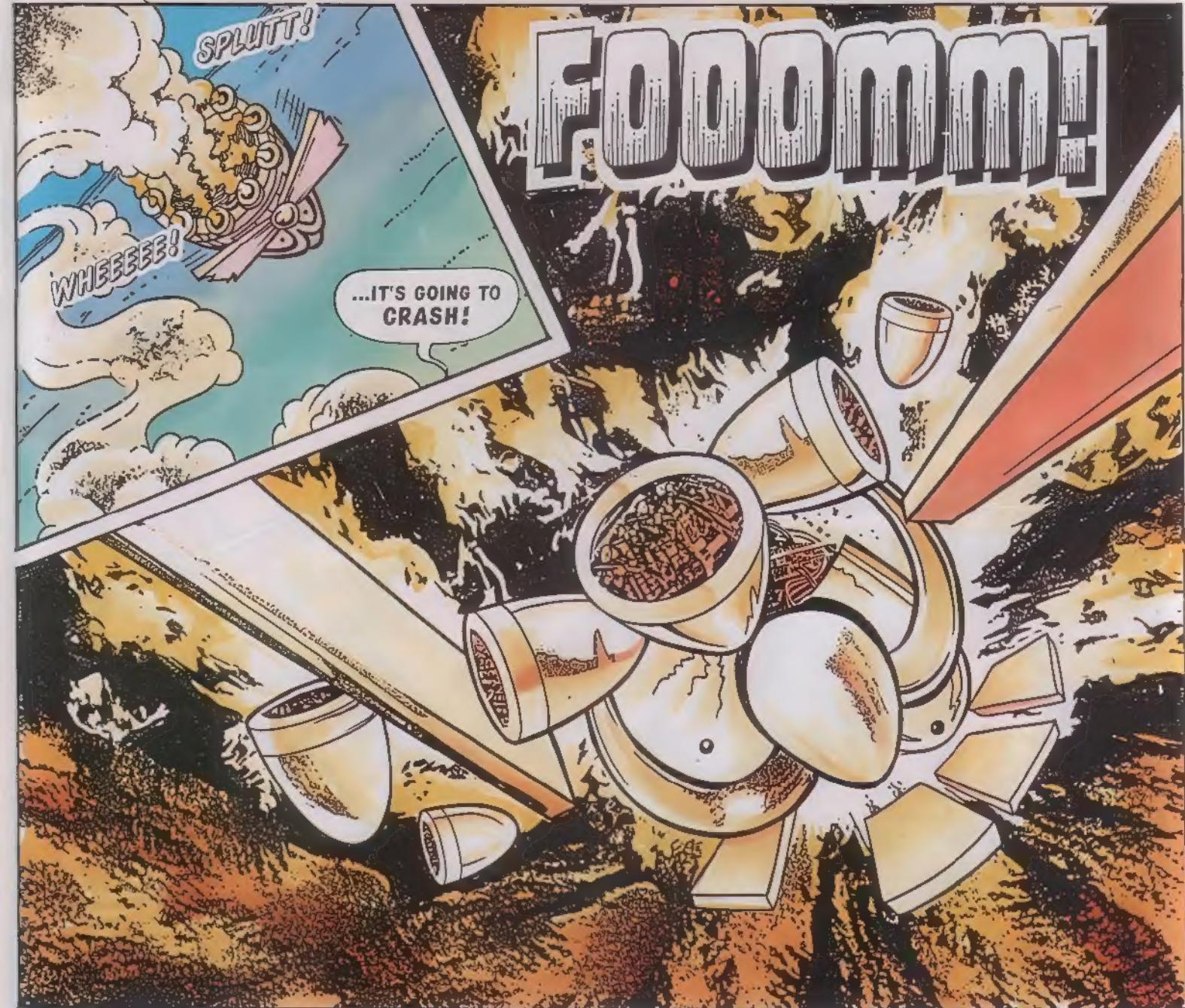


5...4...3...2...1...



WE HAVE LIFT OFF!





SABOTAGE! IT MUST BE! ONE OF SONIC'S ALLIES... THAT FOX OR THE ECHIDNA MUST HAVE DAMAGED IT!

I WANT A THOROUGH CHECK ON WHAT WENT WRONG AND A FULL REPORT ON MY DESK TOMORROW MORNING, GRIMER! GOT THAT?

C-CONSIDER IT D-DONE, MASTER!

NEXT MORNING, IN ROBOTNIK'S OFFICE...

I... ER, HAVE THE REPORT ON THE ACCIDENT, SIR!

DON'T DITHER, DUMMY! GET IN HERE AND TELL ME ABOUT IT!

I WAS RIGHT, WASN'T I? AN ACT OF SABOTAGE BY THOSE HEROIC OUTLAWS?

THE PROBLEM WAS IN THE CONSTRUCTION OF THE ROCKET! BECAUSE YOU MADE US SAVE MONEY BY USING CHEAP MATERIALS, AND NOT GIVING US ENOUGH TIME FOR PROPER TESTS, THE ROCKET ITSELF WAS FAULTY!

I SEE... BUT THE "OFFICIAL" REPORT ON THE NEWS BROADCAST TONIGHT WILL SAY THAT IT WAS SABOTAGE — UNDERSTAND?

THE OFFICIAL WORD MUST ALWAYS BE THAT I NEVER MAKE MISTAKES! SOMETIMES THAT MEANS TELLING A FEW LIES... BUT THAT'S WHAT BEING EVIL IS ALL ABOUT! HEH, HEH, HEH!

ERM... WELL, NO! NONE OF THE OUTLAWS WERE ANYWHERE NEAR THE ZONE YESTERDAY!

NEXT ISSUE : SEASON OF GOODWILL.

SPEEDLINES



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

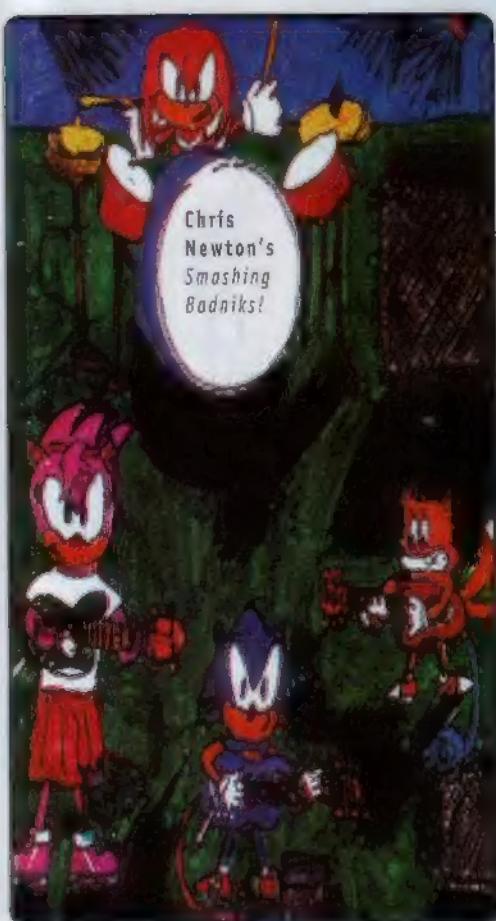
ON THE BANDWAGON!

Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands (see below). These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.
Sega Mega Hog Tag Winner.


What a hip Boomer you are, Chris (the humes around here are so old they even remember Siouxsie and the Badniks!).



EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL
SEGA MEGA HOG TAG!



ELSON'S COLUMN!

Dear STC,

I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

Sara Adamson, Lanarkshire, Scotland.
Sonic & Knuckles Hog Tag Winner.



You're in danger of making an old man very happy, Sara!

BINGLE BELLS

- in the next issue of STC!



Dragos Carmacin,
Chelmsford, Essex.
Sonic & Knuckles
Hog Tag Winner.

UNEASY RIDERS!

Dear Megadroid,

How much does Segaworld cost and does it have rides for people who get sick easily?
Steven Neale, Loughborough, Leic. MD owner.

Sega Mega Hog Tag Winner.



Entry to the world's largest indoor theme park (see STC 79), will cost £9.00 for you Steven, and £12.00 for adult-humes.

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DATA STRIP

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STC SINCE ...

ISSUE AGE

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.....

MY FAVOURITE ...

FILM/VIDEO IS

.....

BAND/SINGER IS

.....

MY SEGA SYSTEM ...

TICK:-

GG MCD MD

MM MS 32X

SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 92

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.